

(12) INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(19) World Intellectual Property  
Organization  
International Bureau



(43) International Publication Date  
9 June 2005 (09.06.2005)

PCT

(10) International Publication Number  
**WO 2005/051504 A1**

(51) International Patent Classification<sup>7</sup>: **A63F 13/10**

(21) International Application Number:  
PCT/AU2004/001649

(22) International Filing Date:  
28 November 2004 (28.11.2004)

(25) Filing Language: English

(26) Publication Language: English

(30) Priority Data:  
2003906568 28 November 2003 (28.11.2003) AU

(71) Applicant and

(72) Inventor: CASTELLANI, Mario [AU/AU]; 48 Currawong Cres, Leonay, NSW 2750 (AU).

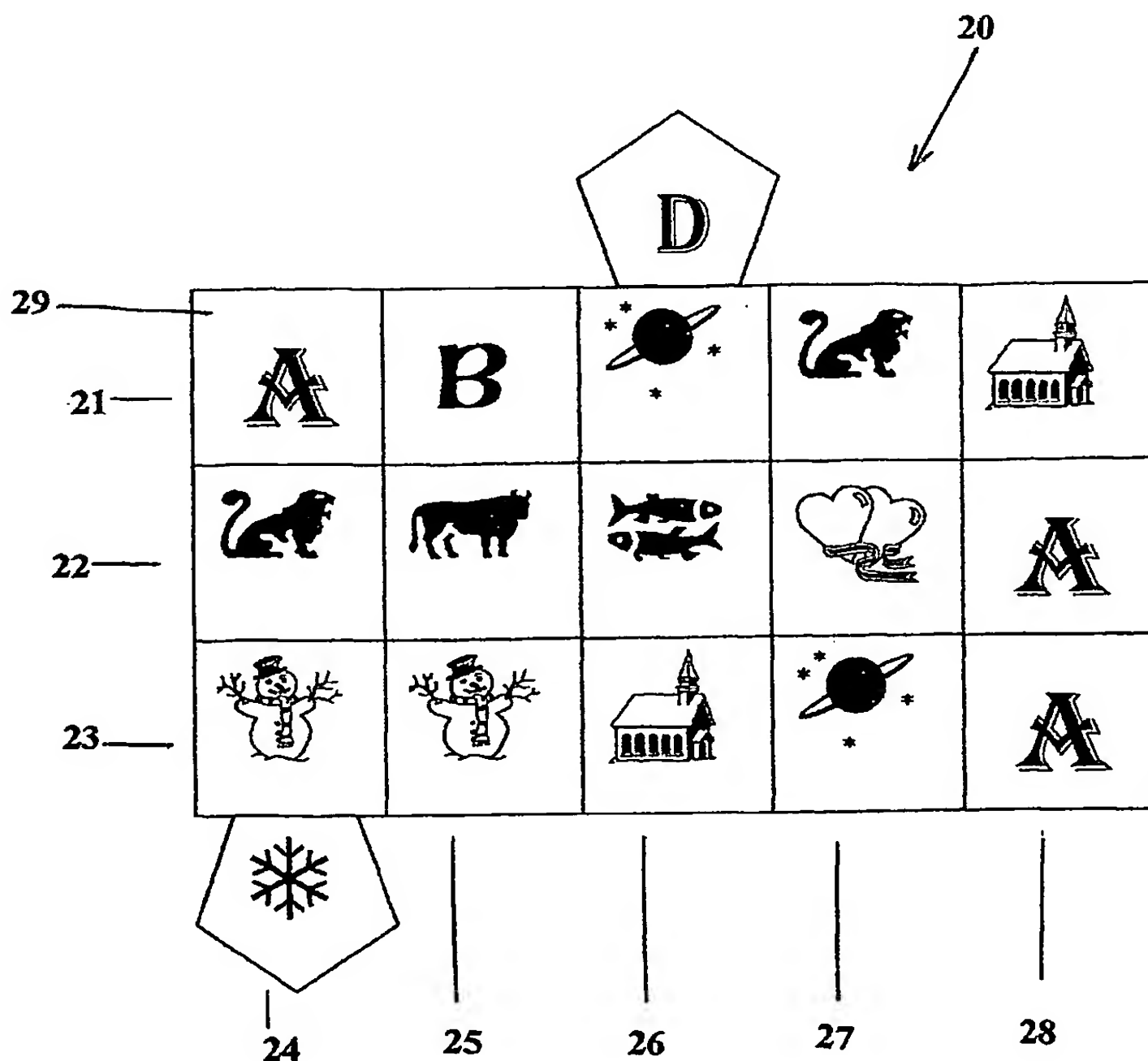
(74) Agent: WALSH, John, Richard; Walsh & Associates, Patent and Trade Mark Attorneys, Locked Bag 2011, Glebe Post Office, Glebe, NSW 2037 (AU).

(81) Designated States (unless otherwise indicated, for every kind of national protection available): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BW, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NA, NI, NO, NZ, OM, PG, PH, PL, PT, RO, RU, SC, SD, SE, SG, SK, SL, SY, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, YU, ZA, ZM, ZW.

(84) Designated States (unless otherwise indicated, for every kind of regional protection available): ARIPO (BW, GH, GM, KE, LS, MW, MZ, NA, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IS, IT, LU, MC, NL, PL, PT, RO, SE, SI, SK, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

[Continued on next page]

(54) Title: ELECTRONIC GAME FOR COMPUTER OR SLOT MACHINE



(57) Abstract: An electronic game for play on a display screen wherein the game comprises; a display background, at least one three dimensional object presented on the display having at least one exposed surface defining a wall of the object; wherein, upon initiation of game play, the at least one three dimensional object morphs from three dimensions to form a two dimensional display of plurality of symbols.

WO 2005/051504 A1



**Published:**

— *with international search report*

*For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.*